

Flowers

Purpose of the Game

The player who plants 6 flowers of the same color first in their flowerbed wins the game.

Contents

1 Game rule

58 Cards of which:

- 6 White Flower Cards
- 6 Yellow Flower Cards
- 6 Blue Flower Cards
- 6 Red Flower Cards
- 21 Coin Cards
- 4 Greenhouse Cards
- 7 Goat Cards
- 1 Lawnmower Card
- 1 Twister Card

Preparation and Victory

Shuffle the deck and place it face down in the center of the table.

On the sides of the deck, during the game the discard pile (played cards) and the market area (where you will find the flowers that you have caught and that cannot be used in your flowerbed) will be placed.

The youngest player starts the game by drawing the top card.

The game ends when a player completes their flowerbed with six FLOWER cards of the same color. If there are no more cards to draw: take all the cards from the discard, the market and ALL the warehouses, shuffle them and continue the game, repeat this operation until there is a winner.

Game Turn

Each player during their turn may only perform ONE of the following actions:

- Draw a card from the deck showing it to everyone, if the card is the first flower you draw it must be placed in front of you to form your flowerbed, otherwise if the flower is of a different color from the one planted in your row, it must be placed in the market area.

If you lose one or all of the flowers in your flowerbed, due to the GOAT or MOWER cards, you may continue with different flowers from the previous ones, either by drawing them or buying them at the market for 3 COINS.

The other Coin, Lawnmower and Goat cards, are placed on the side of your flowerbed to form a row that we will call the warehouse, and you will play when you want, in a later turn, when you decide not to draw a card.

If you draw a TORNADO card, it must be played immediately.

- Use a card from your warehouses: GOAT or LAWNMOWER to remove opponents' flowers or COINS to buy a FLOWER card from the market.

Cards Description



Flowers Cards of 4 different colors: white, yellow, red and blue. The first flower you catch will determine the color of the flowers in your flowerbed. If caught in a color other than the flowers in your bed, you must place it in the "Market" area.



Coin It's used to buy FLOWER cards from the market: by 3 coin cards you can buy a flower card of the color of your flowerbed or of the looked for color. If you do not have flower cards placed in your flowerbed, it is not possible to buy flower cards of the color of an opponent's flowerbed.



Goat To be used against an opponent to remove ONE flower card from his flowerbed, once used it must be placed in the discard pile.



Lawnmower To be used against an opponent to remove ALL the flower cards from his flowerbed, once used it must be placed in the discard pile.



Tornado It must be used as soon as it is drawn against ALL opponents, destroying all the contents of their warehouses, once used it must be placed in the discard pile.



Greenhouse Used to protect yourself from GOAT and MOWER cards when they are used against your flowerbed, can only be used one time and then placed in the discard pile along with the card that was used against you.

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WARNING! Not suitable for children under 3 years of age as they are present small pieces that could be swallowed. Keep this information for future use.

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